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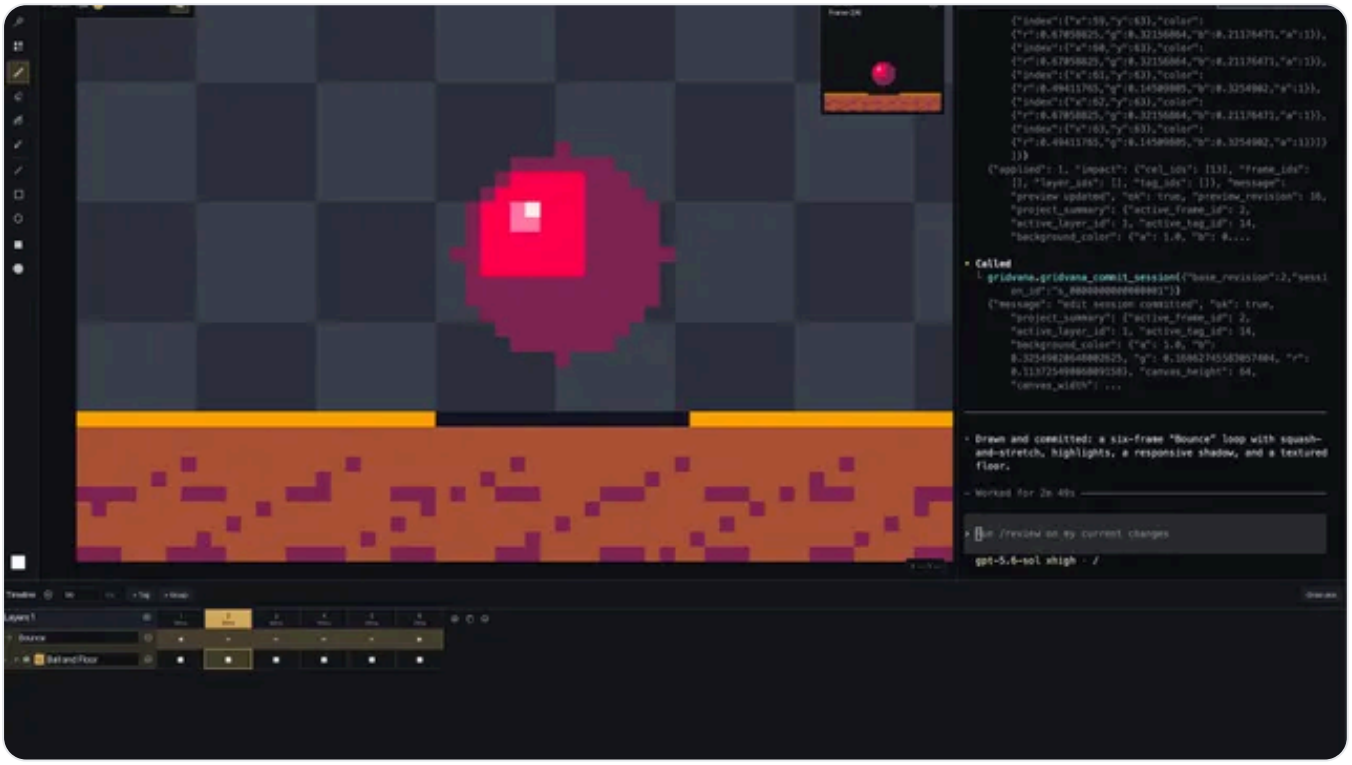
Gridvana

Collaborative pixel art and animation editing with humans and AI agents on one shared grid.



About

Gridvana is a collaborative pixel art editor for shared human-and-AI creation. It keeps drawing, timeline work, and agent actions inside one project so frame-by-frame artwork can be revised with a common undo history through MCP.

What is Gridvana

Gridvana is a collaborative pixel art and animation editor written in Rust. It is built around a square pixel grid that both people and AI agents can edit in the same project, which makes it a fit for shared creative work rather than a single-user drawing tool. The app combines a canvas, timeline, layers, and an optional AI Agent panel in one workspace.

It is designed for pixel artwork that moves from sketch to animation assets. The site describes a native workflow for building frame-by-frame art, exporting outputs for games and apps, and keeping manual edits and agent-driven changes in one undo history.

Key features

Gridvana focuses on pixel-level control, animation timing, and agent-assisted workflows.

- Precise grid drawing for pixel art and sprite work
- Selection tools that can add to, subtract from, or intersect an active selection
- Transform controls for moving, scaling, and rotating selected pixels on the canvas
- Copy-and-paste behavior where pasted pixels float until you place them
- Layer control for organizing artwork inside the same project
- Frame-by-frame timeline editing for animation
- Onion skinning to compare neighboring frames while you draw
- A draggable live preview for checking motion as you work
- Per-frame timing controls
- Animation tags that can play forward, backward, or in Ping-Pong order
- Export options for PNG sequences, animated GIFs, and sprite sheets with JSON metadata
- Sprite sheet controls for layout, scale, transparent-edge trimming, empty-frame handling, and 1 px extrusion
- Built-in terminal and MCP edit sessions for agent inspection and batch operations
- Shared project state and shared undo history between human edits and agent edits

The app also advertises keyboard shortcuts and context menus, which suggests it is meant for hands-on work close to the canvas rather than purely menu-driven editing.

How to use it

Gridvana is organized around a single workspace, so most users will move between drawing, animation, and export inside one project.

- Draw with the brush, erase mistakes, or use the paint bucket and color picker for faster edits.
- Build and refine selections with region tools, then move, scale, rotate, copy, paste, and place pixels as needed.
- Add layers to separate artwork and keep the canvas organized.
- Switch to the animation view to create frames, set per-frame timing, and use onion skinning for alignment.
- Use animation tags to define playback groups, then test forward, reverse, or Ping-Pong motion in the live preview.
- If you want AI help, open the agent workflow area and use MCP edit sessions to inspect the current project, preview a batch of changes, and commit them into the same history.
- Export your finished work as PNG frames, a GIF, or a sprite sheet with JSON metadata.

For setup, the site says the latest releases are available for macOS, Windows, and Linux, or you can clone the repository and build from source.

Who it is for

Gridvana is aimed at people who need a collaborative pixel editor with animation support.

- Pixel artists who want fine control over grid-based drawing and selection
- Indie game developers who need sprite sheets and frame metadata
- Motion designers working on short, frame-based animated assets
- Teams that want an AI-assisted art workflow with shared project history
- Rust-focused builders who prefer a native app and source-available setup

It may be especially useful when the process includes repeated revision, because the app treats agent actions as part of the same project state instead of a separate automation layer.

What to know before you use it

Gridvana is not a general illustration suite, and the site frames it specifically as a pixel art and animation editor. It appears to focus on square-grid work, so it is not the right choice if you need vector editing, photo retouching, or broad raster painting features beyond the listed pixel tools.

The AI workflow depends on MCP edit sessions and a built-in terminal, so the agent features are only relevant if your setup includes compatible agents or a process that can use those sessions. The public material does not state pricing, so cost is unknown from the source. It also does not confirm browser availability; the available downloads are listed for macOS, Windows, and Linux, with source code available on GitHub.

Export options are detailed, but accuracy still depends on your own review. Use the preview, tags, timing controls, and JSON metadata carefully before shipping assets into a game or production pipeline. If you need authoritative asset dimensions, file structure, or project history details, verify against the exported files and the app's documentation rather than relying on a visual check alone.

Because Gridvana supports collaborative editing between humans and AI agents, the shared undo history can help trace changes, but it is still wise to inspect batch operations before committing them. For final delivery, rely on the export output and official docs when you need exact format behavior, especially for sprite sheet settings, frame order, and tag-based playback.

FAQ

Is Gridvana free to use?

Which platforms does Gridvana support?

Can Gridvana export assets for game development?

Can I export animation assets from Gridvana?

How do AI agents work inside Gridvana?

How does the AI workflow work in Gridvana?

Who should use Gridvana instead of a general image editor?

Who is Gridvana best suited for?

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Category	AI
Platform	Web, macOS, Windows, Linux, API
Launched	Aug 2026
Updated	today
Verified	4 days ago

TAGS

mcp # open source # ai-assisted editing

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